

Installation

Requirements:

- Maxximum Edition Patch.
- A copy of Other M of any region (if you use the JP version, it should work but switch the language to English or it will desync with audio and possibly glitch badly).
- Wii Backup Fusion (it is Mac compatible)
- A homebrewed Wii/U or Dolphin.

If you plan to use a console to play:

- Wii Backup Manager for Windows or WiiJManager for Mac.
- Homebrew Channel.
- USB Loader GX or equivalent.
- SD Card or USB Drive.

You'll need to dump your .iso or .wbfs of Other M. Once you have it on your computer, extract the image using Wii Backup Fusion. Navigate to that directory, and replace the files accordingly with the patch files. Make sure the numbered files in the root don't have Copy or an extension at the end of them, and that you don't rename the folder or anything in it.

You then need to go into Wii Backup Fusion, hit load again, and point it to the folder you extracted which should read Metroid- Other M [R3OE01] or similar depending on your region. You'll then click Transfer to Image, change the image format to Wii Backup File System Container (.wbfs) and choose a directory, and hit OK.

Once you've got a .wbfs file, you can either play that in Dolphin fresh out of the box, or you can use Wii Backup Manager or your other software of choice to transfer it to your removable drive and play it on your console. For consoles, make sure that you rename the .gct to match your game's region ID (R3OE01 by default) if necessary, and make a folder on the root of your drive named

'codes' and put that .gct in there. Also make sure in USB Loader that Ocarina is set to ON so that it will load your .gct and let you use it. If you're using a different loader, you'll need to adjust what you're doing accordingly.

If you're using Dolphin, you won't need the .gct. Simply right click on your game, go to properties, then to Gecko Codes. You'll then paste this text into that box.

And now you're done.

User guide

Limitations

Things that would be nice to have but cannot be done:

- Making items into pickups you find at the appropriate places - This is outside of the realm of possibility for this hack because of how much ASM and level hacking that would really take.
- Removing all locked doors - This would break the game's sequence very very badly, and to make it possible without breaking the game would require a full overhaul of progression, which is outside of the scope of this hack
- Changing the control scheme - You can't map digital to analog on a separate controller that easy, the Nunchuk uses a different reading routine than the Wiimote, and I'm not going to reprogram the whole engine. There's no simple hex edit or gecko code to do this.
- Adding health and missile pickups instead of concentration, or other base gameplay changes - Not overhauling the engine. Sorry, it's not the goal of this and it's probably not possible.
- No cutscenes or minimal cutscenes - Removing these cutscenes would either break mandatory in-game cutscenes that I can't remove, or make you miss parts of the story so Samus is just roaming around between specific waypoints for no reason. Go in with an open mind

as if you're playing Other M for the first time and I think you'll find Samus's silence and the lack of word vomit fairly engaging.

- Looping music - It's a side effect of Other M's engine. For some reason, when a song ends, it often doesn't start it up again until you enter another room. It's not that noticeable in vanilla because most of the tracks are ambient and you usually don't hang around in a room too long so when it fades out you don't notice. I don't know how to fix it aside from making the song files longer, and I don't necessarily want to try to do that because that'll bloat the patch size. If it seems to be a big enough issue, I will, though.